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Seven Things to Know About MY Interactive

1. Construct-A-Word. It practices knowing the ending of words and how to make and how to spell a word.
2. This game is for 1st graders in the reading/spelling/writing subjects. To use this tool, they need to know different ending of words and how to spell certain words to put them together.
3. A student simply clicks an ending to a word and out of the choices of the letters of the alphabet they choose a letter or letter combination to construct a word.
4. It’s significant because it teaches kids what ending to look for in words. It addresses the visual Universal Design Feature. It would help engage the student in the activity and to learn the way words are spelled, what endings look like, and how to make a word out of those endings
5. I would use this tool in the middle of the reading portion. I would probably take my class to a library or computer center and maybe have them do it by themselves or partner up with someone for help. I would then have them print the words they made and use that as a study guide for the spelling test later on that week.
6. Some students would not be able to create words because they’re split up, so they cannot put two and two together. It’s also not an engaging activity that the classroom can learn all together as a whole. It can also be distracting to other students with the noise of the clicking and sounds if the student does not choose the mute option.
7. It goes to a page where you have the choice to play again and add to the words or you can print it or exit and start over or leave the age. The next step would be to create their own note cards of endings to words and creating words by themselves with the endings.